

GREAT LAKES ATARI DIGEST



Publisher's Perspective

Some of you may notice a few omissions here and there. I'm afraid that, due to limited time after my vacation, I haven't been able to put everything into the newsletter I'd like to. But, sometimes you compromise to get something finished.

I cut Last Hacks in order to accommodate GAG's extra pages this month. Look for it next month. Meantime, I'm real satisfied with what we're offering this month. Thanks to all of you that contributed. And don't worry, if you submitted an article that I didn't use this month, I'm likely just holding it for next.

I've often berated you for help with the newsletter and other areas of the club. This month, I'm just going to outline some of the jobs available and other ways that you can help a little or a lot.

G.L.A.D. has two pressing needs right now. We need someone to help with production and people to help with advertising.

Production involves the last steps before taking the master pages to the print shop. It includes photocopying, trimming, and pasting up. You need a high quality photocopier and a certain amount of patience. The advertising help is needed both in Lansing and in Flint. If someone with a professional and businesslike acumen were to telephone and call on local businesses, we could increase our advertising basis and lower the costs to both clubs. This job requires self-confidence and good telephone and presentation skills. It is an excellent way to help your club, and improve your resume'.

The other way that ANYONE can help is to WRITE, WRITE, WRITE! About the only complication to writing is that some people think our standards and procedures are too high, or too hard. I'll print more another time, but let me just outline some basic concerns and their answers.

You can write on almost any subject. If it interests you, it will likely interest others. You're not too young and you're not too old. Newsletters around the country have articles from computerists from 9 to 99 years old.

You get the drift. And to submit an article, just upload it to the CHAOS BBS, give it to me on disk at the meeting, or mail it to the club. Many thanks!!

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□ GLAD is the official newsletter of several independent groups of Atari 8-bit and 16-bit computer users, and it is owned and governed by the participating groups. Subscriptions to GLAD are available through membership in any of the participating groups. We also solicit other Michigan and nearby Atari clubs for affiliation with the Great Lakes Atari Digest.

□ All feature submissions must be received by the 15th to be considered for the next month's issue. Opinions, facts, and issues presented in this publication are the responsibility of each respective author and are not positions of the publisher or the associated user groups. Articles are Copyright 1989 by the individual authors. User groups are granted reprint permission provided credit is given to the author and GLAD. Z*Net reprint information is provided in the Z*Net pages.

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Production: Leo Sell
CHAOS BBS (517) 371-1105

Great Lakes Atari Digest
Box 16132 Lansing, MI 48901

RITE WAY COMPUTERS CLASS SCHEDULE OCTOBER 1989

INTRODUCTION TO SPREADSHEETS

4-2 HOUR MONDAY EVENING CLASSES

OCT. 2, 9, 16 & 23 6:30 - 8:30

\$149.00 (BRING YOUR SPOUSE 75.00) 8 HOURS

INTRODUCTION TO MS-DOS

2-2 HOUR TUESDAY EVENING CLASSES

OCT. 3 & 10 ..OR... OCT. 17 & 24 6:30 - 8:30

\$79.00 (BRING YOUR SPOUSE 39.00) 4 HOURS

INTRODUCTION TO WORD PROCESSING

2-3 HOUR WEDNESDAY EVENING CLASSES

OCT. 4 & 11 ..OR.. OCT. 18 & 25 6:30 - 9:30

\$99.00 (BRING YOUR SPOUSE 49.00) 6 HOURS

INTRODUCTION TO DESKTOP PUBLISHING

2-2 HOUR THURSDAY EVENING CLASSES

OCT. 5 & 12 ..OR.. OCT. 19 & 26 6:30 - 8:30

\$79.00 (BRING YOUR SPOUSE 39.00) 4 HOURS

INTRODUCTION TO THE ATARI ST

2-2 HOUR FRIDAY EVENING CLASSES

OCT. 6 & 13 ..OR.. OCT. 20 & 27 6:30 - 8:30

\$79.95 (BRING YOUR SPOUSE 39.00) 4 HOURS

COMPUTERS FOR THE YOUTH (FOR KIDS 6-12 YEARS OLD)

2-2 HOUR SATURDAY AFTERNOON CLASSES

OCT. 7 & 14 ..OR.. OCT. 21 & 28 12NOON - 2PM \$25.00

**\$25. MIN. NON-REFUNDABLE DEPOSIT MUST BE IN NO LATER THEN 7 DAYS
BEFORE CLASSES START. MIN. CLASS SIZE, 2 PERSONS**

RITE WAY COMPUTERS

11557 12 MILE RD. WARREN, MI 48093

(313) 751-2454



Capitol Hill Atari Owners Society

...serving Lansing and Mid-Michigan



ABOUT CHAOS...

C.H.A.O.S. is the CAPITOL HILL ATARI OWNER'S SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNER'S SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$15.00 per year and entitle the member to a 1 year subscription to our newsletter, a free disk from our regular libraries, and access to our libraries and other resources. Dues may be paid at any C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

Sysop John Nagy and C.H.A.O.S. invite you to call one of the country's finest BBS's at 517-371-1106. 300/1200/2400 baud, 24 hours a day (ATASCII/ASCII) serving both the 8 and 16 bit Atari computers.

Send inquiries regarding C.H.A.O.S., mail orders, memberships and so on, to:

C.H.A.O.S. PO Box 16132 Lansing, MI 48901

Meetings are held monthly on the THIRD Saturday of the month at 10:00 am and last until 1:00 pm. Join us in the basement meeting room of Union Federal Savings and Loan, on Saginaw Street just East of Abbot Road in East Lansing. Please park in the rear lot.

Legal copying, or any violation of copyright laws, is not condoned or allowed at any C.H.A.O.S. sponsored function, including the CHAOS BBS.

ELECTED AND APPOINTED OFFICERS OF CHAOS

Position	Name	(all 517) Phone #
President	Leo Sell	340-0404
Vice Pres	Brian Golska	352-4415
Sec'y-Treas	Stephen Brooks	353-7720
8-bit Rep	Malcolm Cleveland	485-6743
16-bit Rep	Chet Kapusinski	676-4539
Gen. Pub Lib	Innaniah Pothacamary	332-0558
ST Publ Libr	Chet Kapusinski	676-4539
XL/XE SIG Co	Gary Hurt	484-7675
8-bit Librarian	Levi Trotter	394-3917
ST Librarian	Sally Nagy	484-1976
ST SIG Coord	Mike Flidey	484-1073
BBS Sysop	David Pendell	online
CHAOS BBS	400 happy users	371-1106
BBS ST Libr.	David Pendell	online
BBS 8bit Libr.	Brian Cousineau	online

Presidential Pandemonium

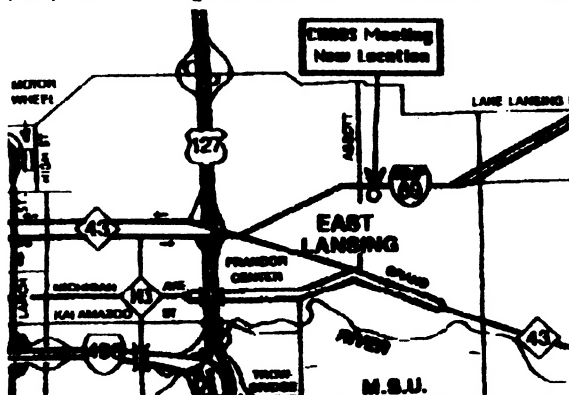
by Leo Sell

September, and October to date, were real busy for me. My wife and I had a second honeymoon cruise in the Caribbean with Hugo. No problem. We just went around it. Meantime, John Nagy finished (mostly) getting out of Lansing before the snow flies, new wrinkles and warts appeared in our BBS plans as well as other things. Lots of little things to deal with now that I'm back.

Most news is good news. David Pendell is taking over the BBS. He brings youth and enthusiasm to the job, but he'll need some help and guidance from us "older folk". Welcome and good luck David. Meanwhile, I hope our board users will take the opportunity to participate more fully than ever.

The reorganization of the disk libraries is nearing completion. We'll be printing catalogs soon and rental inquiries are already coming in. For those of you who don't know, we rent out our libraries so that you can take full advantage of them using your own media and effort. The 8-bit library rents for \$75 with a \$125 deposit. The ST library rents for \$99 with a \$200 deposit. Rent both for \$150 and a \$300 deposit. Write to CHAOS for more information or a rental agreement.

On another front, many thanks to that "unnamed third party" for donating hardware and software to the club



to help us make up our losses from the World of Atari show, and to thank us for our help. It took numerous phone calls and lots of effort to resolve it all, but now it's done. Thanks Bob.

BBS NEWS

As we say farewell to John Nagy, I am filled with both regret and excitement. We are losing a fine man and friend to the CHAOS, but in turn I am excited to have the opportunity to host one of the country's finest bulletin boards. I look forward to seeing you online!

The month of October will be an exciting time for the BBS. On the 16th a new phone line will be installed in my home and around the 18th the BBS will be moved to its new home, I say 'around' because all of the dates are not final and are subject to change. As I receive new information I will keep you posted.

During the following month all calls placed to the old phone number will be forwarded to the new one, so we loose as few users as possible. I will post the new number in the bulletin until the old number is no longer in service. Then all you will get when you call the old number is an annoying message telling you what the new phone number is.

We continue to have trouble with one of the hard drives we may possibly have some down time until the new hard drive arrives. As of now all of the files are intact and everything is going fine, so do not be alarmed.

Well folks I guess that is all for this month. See Ya Online!

David Pendell, SysOp and ST online librarian for the CHAOS BBS, (517) 371-1106, 24 hours, 3/12/2400 baud

FOR SALE:

CHAOS has the following items for sale. Some we are accepting bids on, and others have minor strings attached (like doing a review for the newsletter).

1040ST (cpu only)

XF551 Disk Drive, DSDD, 8-bit

**XEP80 80 column card and
Atariwriter 80, 8-bit**

Twenty Board

Leave bids on the BBS 517-371-1106, or call Leo Sell at 349-0404 before 10 pm Eastern time.

CHAOS AIMless?

To those CHAOS members who are subscribers to AIM:

All CHAOS member subscriptions to AIM have been cancelled by the publisher. Those subscriptions were originally bought at a discount because of our club's association with the magazine. Since we are no longer a participating or affiliated club, the publisher refunded the pro-rated amount for the unexpired subscriptions. I've chosen not to argue about it, but this action is completely contrary to what was indicated at the meeting this summer regarding the new setup. When asked about the effect on present subscribers, we were told there would be no effect. However, considering the history and disagreements of the past, I've chosen to accept their decision on the part of CHAOS.

The club received a check from Unicorn Publications, but we have no record of who was subscribing. If you were, let me know. Once we know how to divide it up, we'll do so.

If you were a subscriber, I think the last issue you will receive is the October issue. If you'd like to continue after this, you'll need to deal directly with Unicorn Publications. To subscribe, send \$18.00 to Atari Interface Magazine, 3487 Braeburn Circle, Ann Arbor, MI 48108.

For Sale:

Supra 20 meg hard drive, \$375

**Remex 2/3 height, 5.25in drive,
converted for use with the ST (PC
Ditto or backups), \$50**

**Indus GT disk drive (8-bit), needs
repair, \$20**

Leo Sell, 517-349-0404, before 10 pm

CHAOS Auction!!!!

October 21, 10:00 am

Buy or Sell - GREAT DEALS

8-bit Online at CHAOS...

by Brian Cousineau, 8-bit BBS Librarian

How many times have you said to yourself, while looking at a file name with no extender, "WHAT IS this program. Is it, BASIC, OBJECT, ARCED, TEXT, or DISKCOM?"

You can do one of two things, try the program out under the various formats or run WHATIS21.COM. WHATIS21 will tell what type of file it is. Being the ATARI-8 Librarian, I have saved quite a bit of time running this handy utility.

Here are more of the utility programs available on CHAOS in the ATARI-8 World.

SUPERARC contains SuperARC 2.0 and the docs for BOB PUFF's ARCing programs. Download SUNARC24 and unarc SUPERARC. If you call Bulletin Boards or want to get more files on a disk, the above programs are a must. The SuperARC series is the best ARCing and ALFing programs around! SpartaDos users can use these files from the command line.

WEDGE1 is an ARCED Utility. This is for those SpartaDos 3.2 users, who want some of the options of SDX. This program allows the following functions from the command line: READ, VIEW, WHAT, COLD, COUNT, LIST, PATH, and EXIT. DocFile included.

WHATIS21 is an Object Utility. Don't remember if that file is Basic, Object, ARCED, ALFed, or even a Picture. This program will tell you.

BILBOARD is an ARCED Graphics Program. If your tired of being able to only print your PICs sideways, the same size, and density, you should download this file. It prints MicroPainter format pictures in different sizes and density, upright or sideways.

RAPGRCON is a basic Graphics program. You've just

downloaded CALHBPIC from CHAOS and you want to print them using BILBOARD. But BILBOARD won't load non-MicroPainter format PCS. You need the old standby "Rapid Graphics Converter". Nothing comes close to this program for converting picture files to different formats.

IMPTDEMO is a Diskcomm'd file of Demos. If Fuji Boink still amazes you, then take a look at these GREAT dmos from Europe.

MICROCHK8 is an ARCED business file. It contains everything you need to keep track of one of the eight wonders of the world, your checkbook. You can register checks, balance the account, print a statement, and even print the check. If you have a checking program and this isn't the one, you don't have the BEST one. A ramdisk is required.

PSPRINT is a Basic Application Program. Did you just receive a couple of Public Domain Printshop Icon Disk and ask yourself, "How am I going to remember what icons are on each disk?" PSPRINT to the RESCUE. The program will print 70 PS Icons and their names on a page with the title of your choice.

SANDCAR is an ARCED Educational Game. It contains all of the programs you need to play "States and Capitals". When the program is run, A map of the USA comes on the screen. It points to a state and gives you three choices of the state's name. When you get that right, it will give you three city names. You have to pick which one is the capital city. Test your geography skills. It may surprise you.

Of course, if you don't have a modem, you can get these programs on disk directly from the disk library.

That's it for this month. If you have any problems with the files, just leave me a message in the ATARI-8 World...online at CHAOS!

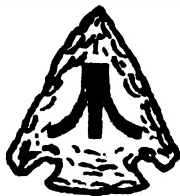
GREAT DEALS from CHAOS!!!

Super ST Disk Sale - Single Sided disks are only \$1.00 each!! (In lots of 5, please). Buy at the meeting or send \$5 plus \$1 shipping for each set of five disks to:

CHAOS ST LIBRARY CLEANOUT DEAL
Box 16132, Lansing, MI 48901

Public Domain Rental Program - Both the ST and the 8-bit CHAOS Public Domain Disk Libraries are again available for rent!! The 8-bit library rents for \$75 with a \$125 deposit. The ST library rents for \$99 with a \$200 deposit. Rent both for \$150 and a \$300 deposit. For more information or a rental agreement, write:

CHAOS LIBRARY RENTAL
Box 16132, Lansing, MI 48901.



Genesee Atari Group

...serving the Flint Area Atari

About GAG...

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Nelthercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Styke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is \$15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by its members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

The Genesee Atari Group PO Box E Flint, MI 48507

Name	Position	(313) Phone#
Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	(517) 388-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

President's Column

by Jerry Cross

Due to an early deadline we are unable to give the minutes of the September meeting. I'm sure it went just fine.

The October meeting marks another birthday of GAG. It's also election time. We need people who would like to take over some of the responsibilities of running the club. Please consider running for an office, or at least offer to help one of the current officers out. It sure gets hard to sit down at the computer month after month and write articles and copy disks. Any help would be welcome.

I'm sure our 8-bit members are getting a bit sore about the lack of attention our club is giving to their computers. I assure you that we do our best to come up with a program for you, but there are very few new products to talk about and even less p/d programs available. If you have anything in particular you would like us to demonstrate then let one of the officers know. If you got a new 8-bit toy over the summer PLEASE bring it for show. GAG will always be an ATARI club and I am trying hard to come up with interesting things for both ST and 8-bit users, but I can use your help too.

The October meeting will feature a couple more new hardware products for the ST such as the ICD Fast tape backup, and the DVT backup systems. Gill will also have some new toys also.

As you may notice, we've caught up a bit on our library listings. I only had to twist Leo's arm a little to get all three pages in the magazine...(Ed: CHAOS members should note that GAG and CHAOS trade freely back and forth and the programs listed should also be available in the CHAOS ST library).

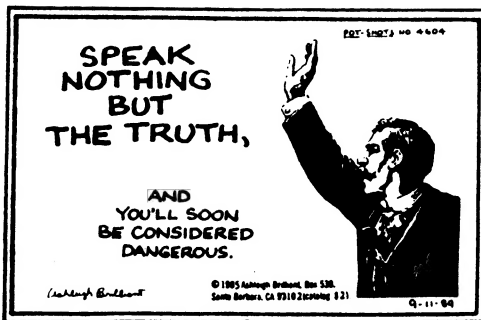
I want to continue to urge you to write articles, reviews, opinions and whatever for the newsletter. Share what you know so that GAG will hold up its end with GLAD.

Well, winter's coming soon, better change the antifreeze in my computers!

See you at the meeting.

POT-SHOTS

BY ASHLEIGH BRILLIANT



The NEW GAG ST Library

September, 1989 Disk Additions

GAG DISK 300 Tiny Pics Vol 1

Pictures

A Collection of Tiny pics from the four corners of the globe. Includes Viewer and Tiny Stuffer/Unstuffer.

GAG DISK 301 Graphic Utilities Vol 1

Utilities

FLAIR-C.TOS

A working demo of a full featured paint program from Europe or England. There are no docs included so that you will have to play with it to figure it out. Must be loaded from the auto folder as it is set up on the disk. Demo runs in Low Res only.

SNAP2-2.PRG

Nifty Screen capture program. Works well. Includes Docs. Works in all Resolutions.

ASSNGEN.GFA

Utility to aid in setting up ASSIGN.SYS files for GDOS fonts. Includes Docs. All Resolutions. Includes a GDOS tutorial file.

CB.PRG

Colorburst 2000. The final version of a formerly commercial paint program. Author turned it into Freeware. Allows for greater than 16 colors in a picture. Some Online Help.

HPCOLDMEPRG

HPMN2DMEPRG

HPMONDMEPRG

Screen dump programs for Hewlett Packard Laser Jet (and compatibles) and Deskjet printers. Run from auto folder.

IDEALIMG.ACC

MANY-IMG.PRG

Allows you to reset the resolution of IMG pictures. Handy for matching resolution of IMG pictures to your output device or printer. Docs included.

IMGQVIEW.PRG

A fast loading IMG viewer. Includes Docs.

EASYMOVE.PRG

A handy utility for use with Easy Draw from Migraph that matches GEM and IMG files. Includes Docs

METADUM!TP

METAVIEW.ACC

METAVIEW.PRG

Allows your to view and print GEM metafiles. Includes Docs.

PIXPROIL.PRG

Processes PI2 files so that they will print out nice from within Desktop Publishing Programs. Includes docs and GFA source code.

SPRITEST.PRG

A Sprite designer with docs.

GAG DISK 302 Tiny Nudes Vol 1

Adult/Pictures

A Collection of nudes in Tiny Format. Includes Viewer & conversion program.

GAG DISK 303 Spectrum Pics Vol 1

Pictures

Double sided collection of Spectrum Pix. Includes viewer.

GAG DISK 304 CALAMUS Fonts & Docs

DTP

A wide assortment of full working versions Calamus vector fonts as well as an index for the reference manual. Also includes various doc files & sample pages to print and Ads for commercial & shareware fonts.

Fonts included:

CHANCERY.CFN

GAUDY.CFN

GILLY.CFN

SAVINGS.CFN

SPOKANE.CFN

WINDY.CFN

CURCOND.CFN

GAUDYCON.CFN

LEDGER.CFN

SOUVMED.CFN

STUDY.CFN

CURSIVE.CFN

GILLIA.CFN

REVUE.CFN

SOUVMED.CFN

STUDY.ITCFN

GAG DISK 305 General Utilities Vol 1

Utilities

LGSELECT.PRG

Little Green File Selector Vers 4.0. Includes Docs. A superb file selector replacement from C. E Johnson.

ANTIBOMB.PRG

EXCEPTIO.PRG

Programming aid to track down system crashes. Includes docs.

BLR UTILITIES

A collection of 20 utilities with associated doc file.

FIXDISK.PRG

Checks disks for bad sectors and tracks and will attempt to repair them. Includes docs.

G.MINE.ACC

Smaller version of accessory that comes with G+Plus, a GDOS replacement. Uses less memory. Includes docs. Must have G+PLUS to work.

HDCHEK12.TOS

Checks and reports on the status of your hard drive. Includes docs.

NULLFILL.PRG

Put in auto folder to speed up program launches. The difference is noticeable. Includes source code.

UNPACK.PRG

PACK2.PRG

A must have utility that compresses files but allows you to run them in their compressed state. Saves disk space and programs load and launch quicker due to their reduced size. Compresses on an average of 30-70%.

September, 1989 Disk Additions

PINHED13.PRГ

Adjusts the way TOS clears memory when a program is booted. Programs start much quicker. This version has much greater compatibility. A must addition to your auto folder. Includes docs.

QUICKST.ACC QUICKSTM.ACC

Shareware version of a rewrite of certain TOS functions to speed up many of the ST's capabilities such as redraws, text output, etc. Includes Docs.

QINDEX14.PRГ

Benchmarks your ST's performance including operating system, disk drives and hard drives. Includes docs.

STMIRROR.PRГ

A hard drive utility that protects your hard drive from a virus or accidental erasure of the Boot, FATs and Directory sectors. Docs Included.

TRACKITH.PRГ

TRACKITM.PRГ

Displays sectors and track that your drive is accessing. Place in auto folder.

ZAPST .PRГ

A sector editor from Europe. Includes docs.

GAG DISK 306

Utilities

General Utilities Vol 2

HAPY-PAK.PRГ

From Britain comes this packing program that reduces the size of a program but leaves it in a runnable condition. There is a short delay while the program is unpacked.

TRANWAR.PRG

Speeds up some disk operations.

TURBODOS.PRГ

Speeds up disk access. Very noticeable with a hard drive. You will think that you have a new hard drive. Run from the desktop. Steals over 100K so it may not work well with a 520.

FLOORMAT.PRГ

Another multi featured formatting program that strangely enough runs only in low resolution??? Includes docs.

JAMES .ACC

A customized control panel accessory with many nice touches.

LHARC .TTP

LZHSHELL.PRГ

A new form of compression program that compresses much more efficiently than the traditional ARC. Command structure is compatible with ARCTTP so that some arc shells will work with it. Docs included.

MONO-EMU.PRГ

An improved monochrome emulator for color monitors. Docs included.

PPRINT .PRГ

A soft font loader and printer for the Hewlett Packard Deskjet. Includes docs and sample fonts to load. Requires memory expansion cartridge for the Deskjet.

RAINBOW UTILITIES

A collection of utilities by Atari Corporation to complement TOS 1.4 (Rainbow TOS). Most will also work with older versions. Includes an updated version of the mouse accelerator, A hard disk parking accessory, disk cache, and a fix for TOS 1.4. Also includes docs.

VKILLER .PRГ

Version 2.20 of George Woodside's Virus Killer program. Will find and eliminate at least 15 different ST viruses. Must have utility. Includes docs and online help.

ZOO .TTP

A file compression utility that is popular on some other machines. Advantages include the ability to compress and decompress pathways. Includes docs and source code.

GAG DISK 307

DTP

Clipart Vol 1

A vast assortment of clipart in IMG format. A unique feature of the GAG library is that all IMG pictures contain a single image for ease of use. Each picture is individually named. Some of the IMG files in this collection were originally in PI3 format with upwards of 25-30 images per screen. IMG viewer included. This collection features a handsome collection of animals. Also included are Emblems-4, a collection of various scanned drawing, Holiday and Summer images, and a miscellaneous group of images. Over 200 images in all.

GAG DISK 308

Adult/DTP

Clipart Nudes 1

A collection of nudes for use as clipart. Many images come from the MacIntosh. Includes viewer program

GAG DISK 309

Telecomm

Telecommunications 1

FLASHDL .PRГ

Auto batch download generator for use with FLASH. Includes Docs.

DUALTERM.GFA

A terminal program. Includes docs.

HAGTERM2.PRГ

Interesting terminal program. Includes docs.

MADDIAL .ACC

A dialing accessory that will redial and redial and redial..... Includes docs.

MOUTHIII.PRГ

Will wonders never end. A talking terminal program. Includes docs.

MUSICOMM.ACC

MUSICOMM.TTP

Two companion programs that will allow you to send and receive Mickeytrax song files with MIDI capabilities. Includes docs.

September, 1989 Disk Additions

QT .TOS

Command driven terminal program. Includes docs.
 TC-COMP .PRG
 A utility for those that use FLASH with Genie. Saves time online by capturing download lists and helps you prepare batch files for downloading. Includes docs.

GAG DISK 310

Graphics

Graphic Demos Vol 1

DOLLS .PRG

SB .PRG

Two excellent graphic animated demos. Both are a couple of years old and load slowly but the results are worth the wait.

GAG DISK 311

Games

Variety Pak 1

BLOODAXE.PRG

A Computer Role playing hack & slash type game programmed in HISOFT BASIC. Rather interesting for an evening's diversion. Includes docs.

EXPLODE .PRG

Strategy type game in with a board type set up. Human vs Computer or Human vs Human. Get squares to blow up so you can capture the adjoining squares. Includes docs
 PENTO .PRG 311

Pentominoes. Choose different shapes to fill in the box. Ability to rotate and turn shapes. Includes Docs. Strategy.
 RCLOCK .PRG

Rubicks Clock converted to the ST. Another Brain teaser. Includes docs.

STARTREK.PRG

A well done version of the ever popular search and destroy the Klingon game. Sharp display and digitized sound complement this smooth running game. Includes docs.

GAG DISK 312

Games

Mono Only Games

ATC .PRG

A character graphic air traffic controller simulator with an editor that allows you to design your own configurations. Includes docs and sample simulations.

SBREAK .PRG

German BREAKOUT/ARKANOID clone with multilevels. Shoot the bricks with the bouncing ball and paddle. Different bricks affect your projectile. Includes docs and an editor program to design your own levels.
 DRACHEN .PRG

German strategy game that involves a dragon and stones. Includes a demo mode for learning the ropes. Some sparse English docs. Strategy.

MAZIACS .BAS

Another German game that involves rescuing hostages in a maze while your energy supply dwindles and nasties wait to attack you. Written in Omnikron Basic the standard ST Basic in Germany. Includes run only module.
 SQUIXX .PRG

Arcade type game in which you must box off a certain percentage of a rectangle while different <things> are after you. Smooth play.

GAG DISK 313

Applications

BSTAT

BSTAT .GFA

Version 2.05 of the statistical and graphing program. Quite sophisticated. Can be used with GDOS output for high quality printouts. Extensive documentation. Written in GFA 3.0 so as of yet it is uncompiled. Includes runtime module. Largest GFA program you've ever seen. Source code is over 400 K. Requires 1 meg minimum. Extensive documentation. Uses a spreadsheet type format.

GAG DISK 314

Games

AGT Text Adventures

FOREST

LOTTERY

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Applications

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OPUS .PRG

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Tele-warning

Is It A POTS Or A DUD?

by Jerry Cross

Over the past two months I have been getting a lot of questions and complaints from my bbs users, especially those in the northern part of Genesee County, about a problem with the phone lines. Suddenly, phone lines that were clear as a bell won't handle 2400 baud transmissions, and in a few cases it's even hard at 300. What happened?

I gave my usual answer to these questions. Call up repair and complain, tell them that a Plain Old Telephone Service (POTS) line is supposed to handle 2400 baud, and please fix it. But a couple of my bbs users were told that there was no such guarantee that POTS lines would handle data, so they wouldn't fix it. The lines were clear and seems to handle regular voice calls just fine. Now what?

I spent the next week or so complaining, asking questions, checking sources, and came up with some interesting information. It seems the Large Business

The central office converted to digital switching...

But it threw modem users a curve.

Services Staff management, which is in charge of installing and maintaining business data equipment, was informed there was no guaranteed data rate on POTS lines. At the same time, the Distribution Services department, which installs and maintains the cable and switching systems (where I work) themselves claims that they ARE guaranteed to support up to 2400 baud only. But neither of these departments were willing to do anything about the poor quality of the lines.

But is it the lines fault? It appears that in this case, it isn't. What happened is that the central office that supplies the dial tone to these people was recently converted to digital switching. This eliminated a lot of problems that were once associated with the switching systems, and improved the lines. And at the same time, it threw the modem users a curve. The same thing can

happen if the phone company installs fiber optic cable, or a new hi-tech SLC system. Stick with me a second and I'll explain how.

MBT customers have the right to utilize their phone services to send or receive data communications. The switched network can support analog data with speeds up to 9600 Bits per second (BPS), however, POTS does not guarantee any particular data rate. Proper cable pair loading enhances the quality of the transmission for analog data. Cable pair loading irregularities can deteriorate data signals. This is caused by poor planning by the engineers, or by accidentally placing too much wire or improper "cable loading".

Cable analyzers have been used to find transmission faults that could not be detected by standard repair testing methods. These analyses check for a loss of decibel level, also called a DB loss. Low loss (hot) data signals reduce the signal to noise ratio which increase the possibility of noise affecting data. Hot signals can bleed over in the switching equipment, creating hits of impulse noise due to overloading.

Cable pairs, with 1000Hz loss levels less than -3.0DBM, have been a problem, especially when the customer's modem was not a registered POTS modem. The fix for some low loss cable pair problems has been the installation of a special piece of hardware called a -3.0DB Pad.

Modems Designed for POTS have registration numbers noted on the device. Their output level should be -9.0DB. Some modems, not registered for POTS have very low loss output levels. Low loss modem output levels coupled with low cable pair losses create hot signals that can deteriorate the customer's data.

OK, I've probably lost about two-thirds of you by now, right? Well, what this all means is that your modems were built to expect a certain amount of problems with the phone lines, and were adjusted to cure those problems. When MBT installed the digital switching equipment, it improved the performance of the lines, causing less DB loss. The modem was so shocked by the improvement it quit working. Follow me now?

All fine and dandy, but your modem is still kicking out garbage. What do you do? First, be sure your modem is not the cause of your headaches. Check the service manual and look at the specifications. It should be AT LEASE -8DBM. If it is a lower number, the phone company will not guarantee it will work on their lines. If you own a SUPRA 2400 baud, this may be the source of your problems. Early SUPRA 2400 modems were not up to specifications, and had too low a DB loss. It will be necessary for you to send in your modem to be modified. This will be done at no charge (except a \$7.50 shipping charge) so be sure to contact Supra for details. Hayes modems had a -10DB loss, which is well above FCC requirements.

OK, it's not the modem. Now what? This is the funny part. I inquired about the cost and specifications of a data grade line. What a surprise! A standard grade, Dial Up Data (DUD) line cost EXACTLY the same as a voice line! The only difference is that the phone company installs a special jack, called an RJ45S, on the line. This jack is equipped with some special hardware that lets the technician balance the line to meet data quality. Well there's the answer!

But it couldn't be that easy, right? What does the current customer have to do to upgrade his line? A lot! A phone company technician would have to come out and do the work. There is a \$75 charge for the first hour, plus the cost of material. A technician would have to install the RJ-45S plug and balance the line.

So now we have run into a brick wall. How do we get the phone company to fix a phone line that at one time worked just fine, but since the new digital equipment was installed it isn't? I'm afraid it will depend on how much complaining you are willing to do. But here is some advice I was given from a friend in the repair department. Request that a knowledgeable service technical (qualified in data line service) be sent to your home to do a "three tone slope" test. This is a test that will check several line quality measurements, including the DB loss. If your line does not meet the required standards for a voice grade line they **MUST** improve the line. The DB level must be no less than -8DB. This can be done by installing the RF45S plug, and possibly at no charge to you. There is a risk here, though. If your line tests ok you may be charged for the service call (\$75). So be sure your modem is not at fault before ordering this test.

It should also be noted that a DUD line only improves YOUR SIDE of the line. The BBS or service you are calling may still be using a standard POTS line so your investment may be a waste of money. Again, be sure it's YOUR line that is not and not the person you are calling.

It is also possible to install your own padding, if you think you are able to handle this chore. Larus Corporation has developed an Isolation H-Pad (66 H-PAD) that installs directly to your phone line. These pads set the circuit loss on all signaled circuits, and are fairly easy to install. The cost is \$33. You will need to get a 66M Terminal block, possibly available from them also. These are a standard item with the phone company and could be purchased through MBT too. If interested, their number is (408)275-9505. You will have to estimate the value of the pad, which comes in 1 to 9dB increments.

This article only covers a specific problem that could cause lousy performance of your modem, but there are dozens of others too. Keep this in mind if you should suddenly discover a problem with your lines. The phone company is constantly upgrading their equipment and this could happen to you at any time.

**ST Software**

Falcon Mission Disk #1

by David Pondell

Falcon is an exceptional flight simulator designed and written by Spectrum Holobyte, Division of Sphere, published by Mirror Soft in Europe for marketing by Spectrum Holobyte in the U.S.

Even though Falcon is exceptional as is, the designers at Spectrum Holobyte believed that it could be improved. Hence they left an option in the program that allowed you to choose new missions from a mission disk. But as they began to write new missions they saw that it was becoming a new game in itself. Therefore they rewrote the beginning part of the program and labeled it a mission disk. It takes the place of disk #1 of your original set.

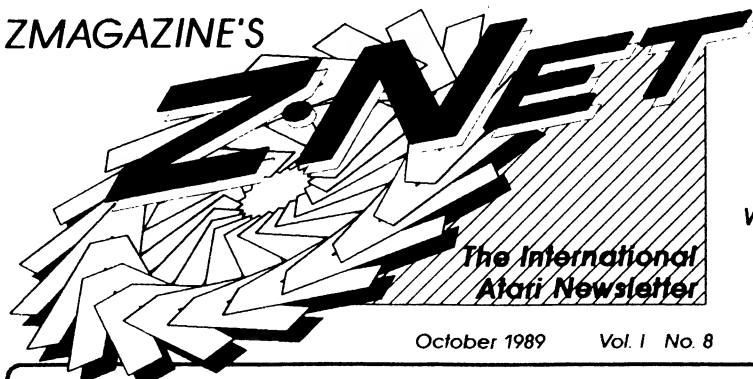
The new features included are, continual missions (no more are you fighting a single battle that has no affect to the whole outcome. If you make a mistake it may cost you in the end), a convoy of trucks and a train (both of which need to be destroyed), MiG 29s, and automatic control dampening. Control Dampening means that if you move the stick slightly it will automatically move back to straight and level, this can be disabled if you do not need it.

One of the biggest things that I noticed right away is better control, I was able to get in a MIG 28's 'six o'clock' and stay there through a whole array of defensive maneuvers. Another thing, on one of the missions I felt that an Agm 65 missile was the best choice for the situation that I was in, I selected it and was immediately surprised, the display on the dash of the cockpit was a magnified view of the target. In dangerous missions this comes in very handy, you can fire from a distance and still hit your target with unbelievable accuracy.

In my opinion if you own Falcon and you don't have the mission disk, you aren't getting your simulation's worth.

Overall Rating:

Playability 10
Graphics 10
Documentation 10
First Glance Usability 10
Challenge 10
Overall 10



October 1989

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Rainbow TOS Released
Beyond GEM
Wide Scans with Hand Scanner
Raffy's Rap
1040STE and TT Announced
Public Domain Shelf

New Atari User Group Coordinator - On the Road

by Ron Kovacs

Last month Atari's new User Group Coordinator Bob Brodie flew to New Jersey to attend the regular monthly meeting of the Jersey Atari Computer Group (JACG), to talk about current Atari happenings and host a question and answer period. This was Bob's first major appearance. In attendance with the 200 plus members and guests, Arthur Leyenberger from Analog Magazine, David Noyes from Atari Explorer Magazine and JACG member, representatives from JACS User Group, BASIC User Group, LVAUG User Group, and one group from Connecticut. In total, there were groups from five states here to enjoy the meeting. JACG is to be commended for organizing such a large group for the meeting. They were certainly rewarded, with Atari donating an XE Game System, an XF-551 disk drive, an XEP80, and AtariWriter 80 to the group. In addition, the JACG PD Library sold over \$600 in disks!! All the group reps were given a chance to speak. Arthur Leyenberger of Analog spoke about changes in the Atari community since he was President of the JACG in the early eighties. David Noyes of Atari Explorer echoed Art's comments and his support and needs for support for the 8-bit Atari computers. I was announced and chatted briefly about Z*Net and its concept, online magazines, and allowed a short question and answer period.

During a break before Bob spoke, I was surprised at the number of people who wanted to speak with me about Z*Net, ST-Z*Mag, and Z*Mag. They were by and large complimentary, with a number of them anxious to see what they had to do to get Z*Net included in their newsletter, or carry Z*Mag on their BBS.

Some of the questions asked were interesting and pleasing to hear. Sitting behind the computer day after day and to hear the appreciation for publishing this material was encouraging. Another point brought up was the fact that Atari's commentary on what the three online magazines release each week never seems to appear.

What exactly does Atari think about the onlines? Your guess is as good as mine.

After a brief intermission, Bob Brodie was announced and started with a short speech on how he got to Atari and goals he planned for the next year. Look for the seldom produced Atari User Group Newsletter to be resurrected in 1990. Bob wants to produce the user group newsletter at least quarterly, with hopes of going bi-monthly by the end of the year. Atari is convinced that user groups need to be nurtured and developed, not just as an avenue of support for their product, but as a special market as well. Bob recognizes that user groups need a better way to communicate with Atari, as well as other user groups. To that end, Atari will be making the completed user group listings available to all groups that are registered, first for verification by the groups, then for publication. Soon after he showed a short tape from a recent Atari show in Dusseldorf, West Germany attended by over 35,000 people where Atari announced the TT. We saw over 145 developers gathered in a large hall showing a wealth of products, all for the ST. Atari Germany had a section at the show called "The Atari Shop" where they displayed all kinds of goodies for Atari fanatics; Atari backpacks, Atari sweatshirts, Atari jackets, and more. He also brought along the new Atari Portfolio for all to see, and some to try! The Portfolio started shipping in September, and looks like it will be a great success for Atari!

Bob allowed a 50-plus minute question and answer period. If time weren't an issue, I am sure the Q&A's would have gone on for at least another hour. Some of the questions pertained directly to dealer support and the lack of it, other questions on 8-bit support, upgrading, and various comments on the current state of affairs at Atari.

At the meeting, Atari announced that they have a new solution to the old problem of getting service

Continued on page 7...

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Announcing

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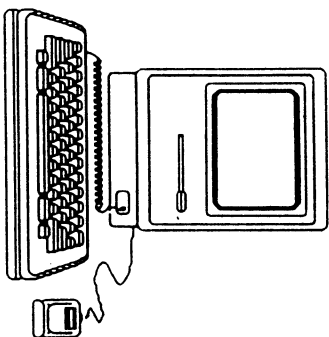
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⇒ Atari announced the immediate release of the pocket computer the Portfolio on September 15th. The unit will retail for \$399.95 and includes 5 software packages retrievable via function keys on the IBM style keyboard, and 128K RAM. Two AA batteries are required. Here is a list of the features: MSDOS Compatible Commands, Lotus 1-2-3 File Compatible Spreadsheet, Lotus 1-2-3 Word Processing Software, Calculator, Personal Appointment Book, Address Book/Phone Directory, 128K RAM, 63 Key PC Compatible Keyboard, LCD Display with 40 Column by 8 Line Character Mode, 240 x 64 Graphics. Optional peripherals are: Card Drive and Credit-Card Size Solid State RAM Cards, and the Card Drive accepts PROM and ROM Program Cards.

⇒ A new BBS system called the Whistle Blower BBS allows users to anonymously report crimes which would regularly go unreported. Calls taken are forward to the proper agencies in the area. If you want to see it for yourself, call (714) 873-9547.

⇒ The Software Publishers Association (SPA) has set up a toll free number to help people report software piracy. This new avenue for reporting should assist users who would normally have to search out the SPA to report incidents of piracy. To date the SPA has filed more than 20 suits against dealers, mail order operations, technical colleges and corporations. To report a pirate call: (800) 388-PIRS.

⇒ Hewlett Packard is said to be getting ready to purchase Commodore! The exact details are NOT known at the present time but will be updated shortly. The reasons could be numerous and will be interesting to see what develops. Maybe the end of the AMIGA!

⇒ Practical Solutions, Inc announces The Cordless Mouse, a new innovation in input control. Compatible with all Atari ST and Mega computers, The Cordless Mouse utilizes the latest in infra-red signal transmission technology to give all mouse users long-awaited freedom. It can be operated from up to five feet away from its base receiver, eliminating those old cable tangles, while providing faster and smoother mouse movement. According to company president Mark Sloatman, this new mouse will advance the state-of-the-art for all input devices. The Cordless Mouse features a sleek, lightweight, contoured design allowing ease of use for both right- and left-

handed operators. Using an 8 bit, 12 MHz CMOS CPU, The Cordless Mouse provides a high resolution of over 200 cpi and a tracking speed of up to 600 mm/sec. This makes it twice as fast as the Atari mouse, taking up less than half the rolling room: normally required on your mouse pad. The Cordless Mouse also has an automatic shutoff to extend battery life (two "AAA" batteries required). No special gridplate or mousepad is necessary. The Cordless Mouse has a scheduled release date of October 20, 1989 with a suggested retail of only \$129.95. It comes with a one year limited warranty and unlimited technical support. Early response indicates an overwhelming demand, especially for those that use their ST every day. Sloatman says "Once you've used our mouse you'll never want to use any other. It's the fastest, smoothest mouse available today." For further information please contact: Practical Solutions, 1135 N. Jones Blvd., Tucson, AZ 85716, (602) 322-6100, Fax: (602) 322-9271.

ATARI NEWSWIRE UPDATE

⇒ Press Release from Atari: To All Atari Owners: Rainbow TOS: The Operating System Upgrade from Atari. Atari is proud to introduce Rainbow TOS, a new version of the ST/MEGA operating system. During the early stages of the development of Rainbow TOS, we actively gathered suggestions from our customers and incorporated many of those suggestions. We have made many enhancements, including an easier to use GEM Desktop. Here are a few of the changes: Faster disk access, IBM compatible disk format from Desktop, Compatible with high resolution monitors, Automatically run GEM applications on boot-up, Soft-Reset available from keyboard, Revised File Selector, GEM Desktop supports "moving" of files, Folder renaming ability, Better memory management, Archive bit handling for Hard Drive backup. And many more! We consider Rainbow TOS to be a major enhancement to ST and MEGA computers and recommend that every one of our customers upgrade. Rainbow TOS is available now through your local Atari dealer. For additional information on Rainbow TOS please call our Technical Support Department at (408) 745-2004. Rainbow TOS is available from, and only installable by, your local Atari Dealer! Suggested Retail Price \$99.95 (parts only). Call (408) 745-2367 to locate an Atari Dealer near you.

⇒ Premiering at the Dusseldorf Atari Fair, the TT, with the Motorola MC68030 processor, moves the ST family into the 32 bit realm, achieving a significant increase in computing power with full TOS compatibility. Our goal for the TT was to design an expandable computer that would combine ST compatibility with superior resolution, more computing power, and improved sound generating abilities. At the heart of the TT is a 16 MHz MC68030 processor, which allows a high degree of 68000 compatibility, while operating at a higher clock speed and providing streamlined internal operations which make it even faster. The 68030 has built in 256 byte instruction and data caches, and an internal Memory Management Unit. Next to it on the board is a socket for an optional math coprocessor (MC68881/MC68882). Memory in the TT is a full thirty-two bits wide, both the ST RAM which is shared by the video logic, and TT RAM which is not shared. These factors combine to result in a memory bandwidth that is four times greater and program execution speeds up to 17 times faster than on the ST.

In both hardware and software, the TT is compatible with the ST. All hardware registers are in the same locations as they are in the ST. The ST video modes work the same way on both TT and ST, because they are organized in memory the same way on both machines. Most important for ST compatibility is the operating system in the TT: TOS. With TOS as the TT operating system, existing programs can automatically use the improved resolutions of the new video modes, as well as the larger color palette, without any change to the software. All this ST compatibility has the obvious benefit of allowing TT owners to take advantage of the large and growing base of ST software.

In addition to the three ST video modes, the TT has two new color video modes available on its VGA monitor: 640 horizontal by 480 vertical resolution with 16 colors, 320 horizontal by 480 vertical resolution with 256 colors. With a high resolution monochrome monitor, a 1280 by 960 resolution monochrome mode is available. All the color modes use a new, expanded 4096 color palette which is also available in the ST modes. Even ST monochrome (640x400) is actually a two color mode on TT; we call it "duochrome."

The improved sound system uses stereo

Continued on next page ➡



8-bit PCM (Pulse Code Modulation). This allows the TT to function as a digital tape player. The hardware also includes an automatic variable low pass filter, a stereo balance control and bass and treble tone controls. This sound is mixed through the internal speaker as well as being output via two RCA phono jacks located on the back of the machine. These features, combined with the high power computing capabilities of the 16 Mhz 68030, allow the TT to produce a wide range of high quality sounds. In keeping with the design goal of expandability, the TT has all of the ports familiar from the ST: MIDI, parallel, serial, and the Atari ACSI DMA port (for Atari hard disks, laser printers, or CD-ROM). The TT also includes a 25 pin SCSI port. One of the four TT serial ports can be configured as an industry-standard medium-speed SDLC network port. Of course, the machine also provides an internal speaker, a clock with battery backup, and a Mega ST compatible keyboard with ports for mouse and joystick.

In addition to the expansion capabilities provided by the TT's external interfaces, the TT is expandable internally as well. The housing can hold an internal hard disk and add-in memory cards. These memory cards allow the standard 2 megabyte TT to be expanded to 8 megabytes, or as much as 26 megabytes when 4Mbit DRAM chips become available.

Another example of internal expandability is the slot for a single standard "Eurocard" style VME card. This slot allows use of any of the large number of existing VME expansion cards. Some of the VME expansion options currently available include memory expansion, Ethernet and other network boards, coprocessors, graphics boards, and data acquisition (A/D and D/A converters). Already planned for TT VME expansion are an Ethernet board for networking, I/O port expansion, and graphics extensions.

The workstation-like capabilities of the TT will be complemented by an optional industry standard operating system. UNIX System V is being ported for the TT. Also available will be X windows as well as an X windows based graphic user interface, giving TT owners all the benefits of UNIX without all of the difficulties usually encountered. Here is a listing of TT specifications:

+ ST compatible operating system, giving TT an extensive software library

+ ST compatible hardware, including all the ST interface ports

+ Three new graphics modes: 1280 x 960 pixels high resolution monochrome, 640 x 480 pixels with 16 colors, and 320 x 480 pixels with 256 colors

+ All color graphics modes use an expanded 4096 color palette

+ 16 Mhz Motorola MC68030 processor

+ Socket for optional MC68881/MC68882 math coprocessor

+ DMA with built in SCSI and ACSI ports

+ Two serial ports, expandable to four ports.

+ Parallel interface

+ Detachable keyboard + Internal "Eurocard" VME socket (A24/D16)

+ Internal hard disk option

+ 8 bit stereo PCM sound

+ 2 Mbytes RAM, expandable to 8 Mbytes (26 Mbytes with 4 Mb DRAM)

+ Real time clock with battery backup

+ Network capable hardware

The Atari TT continues the Atari tradition of delivering Power Without The Price! We reserve the right to change technical specifications without notice. UNIX is a registered trademark of AT&T.

August, 1989, Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, (408) 745-2000

⇒ ZNet details on the 1040STE:

Atari's recent show in Dusseldorf, Germany gave the public the first rumblings of new products on the horizon. At this Atari specific show, which drew 35,000 attendees, a mystery machine that they have chosen to call the "Ste" will make it's way to the US soon. The following is the most complete information available to date on this new product from Atari, and will serve to assist you in deciding whether to purchase a Mega ST now, or wait for awhile and purchase an STE later...

The Atari 1040STE is a 8 Mhz 68000 based computer (same as the rest of the current ST line). In its initial configuration, this machine will be a 1 meg unit with internal 3 1/2" drive reminiscent of the current 1040 ST. Memory will be SIMM based, thus allowing for quick and easy upgrades,

(notice I didn't use the word "cheap" though...). Atari plans to ship the STE to the US in October 1989, a month after the initial shipments go to the European market.

The STE will have a palette of 4096 colors. (Still uses only 16 colors in low rez, 4 in med rez, and 2 in high rez, the same as the current ST line. The more colors displayed the longer the processing time, and I imagine they had to juggle the hardware they were going to use with the length of time that would be tolerable for a quality display to be processed. Many more colors could have been allowed on screen at the same time, but speed would have suffered greatly.) The STE will allow for increased "reality factor" in 3D rendering, better shading of objects, and increased quality in the "anti-aliases" of objects.

The STE will have 8 bit stereo PCM (Pulse-Code-Modulation) sound. (Same as in the TT!) Audio will be produced via hardware rather than the current method of software interrupts. This reduces the load on the microprocessor, and thus allows programs to work that much faster, and will allow certain Mac emulators to run at full tilt irregardless of whether audio is in use or not. Sound will now be capable of reaching compact disk quality! The number of audio channels is totally software dependent, and the default is stereo.

The Ste will sport 4 joystick ports and use the normal and a new style joystick. Built-in support for light guns, light pens, and paddles (the AD converters necessary for paddle use also can do double duty and allow the design and use of inexpensive audio and video digitizers that can out-perform anything we now have.)

Extra Control lines (via 16 additional data lines, 8 of which are bi-directional, allowing for input as well as output.) Genlock support is now standard, plug-n-play! (Genlock is a separate item though, it may be purchased separately.)

Hardware support for vertical and horizontal fine scrolling. This will prove to be extremely useful for programmer and user alike. They will be able to place the lines they need anywhere on the screen and not have to bother themselves with dreaming up additional routines to keep those lines from scrolling. Split screen design and titling work will be made infinitely easier with this new feature. Virtual screens will also be an easy feature to implement. - WK Whitton ●



RATTY'S RAP

by Matthew Ratcliff (Mat*Rat)



What's new? Frankly, not much. I recently finished reviewing the "Dark Side" from Cinemaware for Video Games and Computer Entertainment. If you are looking for another "flight simulator style" graphics action adventure game, you might like this one. If the theme sounds sort of boring to you, then you won't be interested - "Dark Side" isn't described well by terms such as "unique", "captivating", nor "original". Graphics and playability are good. The elements of exploration and discovery are here. There's just nothing, well, ah, NEW here.

Jeff and Tim of Randall's Home Computers of St. Louis, along with Harold Brewer of Z*Magazine fame, were featured on a local radio talk show recently, "Computer Talk". After about an hour of fielding IBM PC style questions, the topic of Atari finally came up. They discussed the abilities of the Atari ST, with software and hardware upgrades that enable it to run either PC or Macintosh software, as well as its own.

I managed to get my two cents worth in, but was rebuffed by other loyal Atarians afterwards. Why? I asked the Randalls to discuss the problem of getting decent development software for the ST. I mentioned that many of the C compilers for the ST are out dated by the latest offerings from Borland and Microsoft for the PC. The fact that ST C compilers also cost, on average, TWICE AS MUCH as Borland's Turbo C 2.0 and Microsoft's Quick C, irks me to no end as well. The Atari ST is a low priced machine. People with smaller budgets, looking for more computing power for the buck, buy this computer. They expect lower prices for game software, and get it. But when it comes to good development tools, they are overpriced for the ST, and hard to come by, so it's no wonder we don't see more local Atari ST software development. Borland's Turbo C is available for the Atari ST, in Germany. Why not the US? I asked the Randalls to discuss this. I wanted to hear their opinions on the subject. Well, after I hung up, they cut away to a commercial, and then got back to the topic of ST's and Desktop publishing, one of the ST's most mature fields. Maybe I should have played up the Atari ST, pretended it's the best computer in the market. It is a great machine for the price, but support is about as rare as newborn panda bears in the zoo. Good hardware with no serious support from its manufacturer and third party software houses is, for all practical purposes, obsolete.

Atari's made LOTS of promises. More advertising. New products at all the shows. Still their employment door revolves, ever more rapidly it seems. The Nintendo GAME BOY is on the market. I can go buy one NOW. Where's Atari's LYNX? Their Nintendo buster is a fantastic product. The Lynx is featured in the latest issue of Video Games and Computer Entertainment (VG&CE) magazine. Take a look. It boggles the mind. But where is it? Isn't it supposed to be shipping by now?

I do apologize for going on like this. I am suffering the worst case of computer burn out I've ever experienced in the last 10 years. School, work, illness in the family, too many article assignments; it all adds up. What I need is a bit of really good news. Say Atari were to deliver the LYNX, the Atari PC-5, the Stacy, a new 130XE with 80 column hardware built in, a Mega-8, and a dozen new game and productivity titles for the 8bit computer; to my local dealer, for commercial SALE, all in the same week. Now THAT would cure just about anybody's computer burnout. But as it stands, it has been a long drought of "Atari news", sales, and advertising. Notice how anemic Antic looks? (If you can find it.) Notice that Analog and ST-Log are merging? Notice that the latest ST-Log has only 10 advertisers in it? Are you concerned? I am. Atari had better kick the US market in the pants real hard and real soon, or they can kiss it goodbye. What kick? REAL advertising, marketing, and delivery of their latest techno-wonders, the

PC-5, STACY, and LYNX.

If anyone KNOWS that I'm wrong, please correct me. I'll be glad to print a retraction, along with the ENCOURAGING NEWS. Is there any? Am I too burned out to see?

I got some very positive feedback on the idea of writing a decent manual for the ACTION! cartridge. Dave Arlington of New Jersey sent me a copy of the ACTION! tutorial he's been developing. It looks quite nice. Analog has turned him down on publishing it in serial form. The editors feel there's not enough interest. Write to the magazines and prove them wrong. Dave hopes to finish his tutorial some day, maybe convert to a real manual. That'd be a nice touch. Frank Alexander, from the Motor City (Detroit), also encourages me to write a replacement for the manual that has frustrated him so much over his efforts to learn a decent high level language on the 8bit Atari. Thanks for the encouragement guys. Maybe over Christmas break I'll get un-burned out enough to tackle this project.

Keith Ledbetter's Express cartridge is here. It comes with the slickest looking manual I've ever seen for any 8bit Atari product. The software is pretty fine too. I piggy-backed all my cartridges once, just for grins: Mac/65 on Express on Diamond OS on SpartaDOS X on the R-TIME 8. In my 800XL they equalled the height of my monitor, which is elevated above the desk besides! Did it work? Nope. Did I expect it to? Nope. Piggyback cartridges really weren't meant to be stacked with other piggyback cartridges - it just doesn't make sense. Express will RUN CARTRIDGE, exiting gracefully to Action! above. It doesn't work with Mac/65, however. But those points are minor. Is Express a great terminal program? YES! ●

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Sam Tramiel Conference

by Ron Kovacs

Since the actual transcript of the Sam Tramiel conference would have taken up more room than we have, I have written up this column to address most of the points of the conference.

The conference, which took place August 30th, five days after the Atari specific Dusseldorf show in West Germany, had over 120 users in attendance in the GENIE ST Roundtable.

Sam Tramiel started with commentary about the new products displayed at the show. Atari introduced the the STE, TT030/2, and showed the Lynx game machine. The Lynx is the new name of the portable Atari Game Machine presented at Comdex earlier this year. Sam stated that there were 35,000 in attendance over the three day Dusseldorf fair and 145 software/hardware suppliers on hand. The Atari TT will begin shipping in the 4th quarter, the STE has begun shipping as of this writing, and the US market should see the STE and STacy this month.

In case you haven't heard, TOS 1.4 (Rainbow TOS) is available through your local dealer. Atari will supply dealers directly and the suggested retail price is around \$100.00. Sam emphasized the point of going to your local dealer for this upgrade. If you have the 2 chip configuration, you are out of luck at the present time. The TOS 1.4 upgrade will consist of the 6 chip set.

Sam detailed the specifics of the STE. It is actually a 1040ST with a color palette of 4096 colors, 8-bit PCM stereo sound, support for light gun, paddles, extra controllers, hardware fine screen scrolling, and Genlock capability without a need for internal modification.

During the conference Sam detailed news from Europe about Atari France. The building holding Atari France burned to the ground in a fire that was caused by a neighbor. A galant effort of re-organization is underway by Atari France and insurance covered the lost costs.

When asked about the status of the CD-ROM, Sam stated that Atari is working with a number of developers trying to alleviate the lack of software available. Developers can still purchase the CD-ROM from Atari but the general public will have to wait since Atari cannot predict availability.

The ATW has been shipped in Europe and should be in the US sometime before the end of 1989. This is encouraging, but Sam also stated that Atari must begin focusing attention on the ST and that pursuing too many things at one time would hamper their plans.

Finally, the HOTZ box is currently being worked on by Atari and no date has been set yet for shipping. The next appearance by Atari will be at the WAACE show this month. Look for a full report next month in Z*Net as we will be reporting direct from the show. As they happen, details will be in our regular weekly online magazines ZMAGAZINE and ST*ZMAGAZINE. ●

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Coordinator... continued from page 1

where there are no dealers. Atari has enlisted a group of dealers located across the USA to be "Regional Service Centers". If a user has a hardware problem, he can call Atari Customer Service Department, give his zip code, and get the name of the Regional Service Center closest to him. This is a good step forward for users that live hundreds of miles from dealers, and a big improvement over simply returning the defective unit to Sunnyvale for Atari to replace or repair. Nothing is as effective as having your own local dealer, but while Atari adds more dealers, this is a good alternative.

If you have attended any show, user group meeting, AtariFest or World of Atari show, I am sure you have listened to previous Atari employees baffle the airwaves with fluff, appear not to be interested, and really leave you feeling you wasted your time. Bob Brodie did not fit any of the above. His remarks were straight forward and to the point. If he didn't know an answer, it was simply stated as such, when one user continued to pursue information on upgrading his system, Bob handled himself well and honestly. When the user continued to press that he should be able to trade in his computer directly to Atari for an upgrade, Bob tried to point out that Atari does not have a used computer business, but that a number of dealers do. He suggested that the user contact a dealer that would be interested in trade-ins. But when the user insisted that Atari should be the one taking the trade-in, Bob told about his first new car, a Fiat sedan. He told how it fit

his needs wonderfully for a number of years, but after getting married, and starting a family, he found that little sedan was no longer met his needs. "When I realized our family needed another car, I did NOT go back to Fiat, and ask them to add another six feet to the car, add two more doors, cruise control, etc. I sold the car, then bought one that met our family's needs. Likewise, users whose needs have changed need to upgrade their systems." The groups showed their support for his analogy with their loud applause!

Bob's caring feeling shines through everything he said. A spokesman for Atari he is and I am sure he is going to fill the shoes of his previous position holders and more. Atari has latched on to a good public speaker and someone who cares about it's users. After the meeting adjourned, Bob and a number of user groups officers had another meeting, enjoying a lunch at restaurant close by. This was a great opportunity for both Atari and user groups officers to speak frankly about hopes and plans for the future. Bob shared some of his ideas that he wants to advance at Atari, getting users points of views to share with Sunnyvale executives. He stressed that he wants to be accessible to the users, and encouraged all to call (408-745-2052) or send e-mail (GENIE address: BOB-BRODIE) with any of their needs or requests. It also proved a good time for contacts to be nurtured between the groups, with promises of exchanges of material flowing between the groups. ●

Wide Scans With MiGraph's Hand Scanner

How To Easily Merge Two Scanned Images Using Touch-Up!

By Mike Bryant, S'P'A'C'E

(Reprinted from the Puget Sound Atari News, September 1989)



The hand scanner has several advantages over the flat-bed scanners. It requires no table space, can scan directly from books without having to tear the page out first, and costs about \$1,600 dollars less. It does have one obvious limitation though. The MiGraph hand scanner has a scanning window which is 4.08 inches wide, while much of the material you will want to scan is six to eight inches wide. If the image is not too tall, you can scan it sideways and then rotate it ninety degrees with Touch-Up. Often, however, this is not possible.

The following procedure was developed to allow wide images to be scanned as two overlapping vertical strips, then pieced together with Touch-Up. I make no claims that this is the only method or even the easiest method, because I have only worked with Touch-Up and the scanner for three days. On the other hand, this method will work and is not difficult. For ease in following the procedure, it is presented as a series of numbered steps.

1. In order to match the two scanned strips together, it will be necessary to have an identifiable reference point which is common to both segments. This point also needs to lie at the upper or lower edge of the area you plan to scan, or just outside of that area. The reason for this will become apparent below. If such a point is not readily found on your original image, it can be easily added. One way to do so without damaging the original is to darken a small piece of masking tape with a pen and then affix the tape to the original in such a way that a corner of the tape is located in the area that both of your scan strips will overlap. Again, place the tape just outside of the area that you plan to keep, so it can be cropped out when you are done.

2. The other critical factor in the scanning process will be to ensure that your two scans are exactly parallel to each other. If one is skewed slightly to the other, it will not be possible to merge them into a single image without leaving a visible seam. However you accomplish this, it will require that both scans be made with a ruler or other straight-edge to guide the scanner in a perfectly straight line. The two scans can be kept parallel by carefully measuring and marking points to lay the ruler between, but there is a much easier way. For less than ten dollars, you can buy a pair of parallel rulers, usually available where nautical supplies or navigation charts are sold. This handy device is a pair of rulers connected by a scissors which allows the rulers to be separated up to several inches apart, but keeps them always exactly parallel to each other.

3. With the parallel rulers together, make your first scan along the edge of the ruler. I simply use the "scan to page" option for the scan. Make sure that your scan includes your reference point that you selected or created above. Don't worry about getting too much; you will crop the image when you are done anyway. If the scanner slides up over the edge of the parallel ruler, place a thicker straightedge along the ruler first.

4. Save the first scan while carefully continuing to hold the parallel rulers in place (VERY IMPORTANT!).

5. While continuing to hold the outermost ruler firmly in place, move the other half of the parallel rulers to form an edge for your second scan strip. If you purchased one

of the smaller parallel rulers which only opens three inches, you can place another ruler against the parallel ruler for the second scan to give yourself another inch or so. You can also hold the first half of the parallel ruler while moving the second, then hold the second while closing the first up to it, and then hold the first again while you move the second a little more.

6. Scan along the edge of the ruler to obtain the second strip. Make sure that this scan also includes your reference point. I again use the "scan to page" option here. While some time might be saved by widening the page of your first scan and then scanning to a clip box for the second (to place it on the same page), it is difficult to set all of that up while holding the parallel rulers in place with one hand.

7. Create a clip box around your second scan. Clip the image as close as you can to the area you intend to keep, but make one corner of your clip box fall exactly on your selected reference point. Save the clip area (not the whole page) as CLIP-1.IMG.

8. Reload your first scan strip as a new page and similarly clip it, again ensuring that one corner of the box falls on your selected reference point. Save the clip area as CLIP-2.IMG.

9. Create a blank page large enough to include both of the scan strips with ample margins.

10. Use the IMG VIEW feature to set a clip box size to receive CLIP-1.IMG. Move the clip box away from the edges, to leave a good margin all around it. Load CLIP-1.IMG to the clip box.

11. Perform a "quick save" with SHIFT-F1.

12. Use IMG VIEW to create a clip box sized to match CLIP-2.IMG.

13. Move the clip box alongside the first strip, carefully aligning the corner which contains your reference point to the corresponding corner of the first strip. The edge of the clip box should run right along the edge of the first strip. (This is why the margin area was needed in Step 10. Without a margin, unless your strips are of identical size, it might not be possible to align them since Touch-Up will not let you move the clip box partially off the page.)

14. Load CLIP-2.IMG to the clip box. Your two strips should now appear as a single image. If you are not happy with the results, use the "quick load" feature (SHIFT-F3) to return to Step 13 and try again. Remember that the inevitable slight incongruities at the juncture of the two strips will not be nearly as visible when printed as they are on the screen.

15. If further cropping is necessary because of unequal lengths of CLIP-1.IMG and CLIP-2.IMG, perform this as above with the clip box, saving the clip area as a new .IMG file. While the seam may be detectable if you look carefully, it is certainly not noticeable unless you are looking for it.

After completing the above image merging procedure one time, you'll find it to actually be much easier than it sounds. So... don't let your scanner width stop you from scanning whatever you need! ●

Beyond GEM!

Paying Attention to Events (Part 3)

by Douglas Hodson

In my last two articles I covered every event that could be generated with the `evnt-multi()` function, except MU-MESAG (the message event). This month will conclude the discussion of `evnt-multi()`. Reprinting for a third and final time indicates only one parameter is required to receive the messages.

```
evnt-multi(
event-types,           /* event types */
clicks, button, state, /* mouse button info */
m1-in-out, x1, y1, w1, h1, /* 1st rectangle info */
m2-in-out, x2, y2, w2, h2, /* 2nd rectangle info */
buffer,                /* message buffer addr */
lowtime, hightime,     /* timer info */
xptr, yptr,            /* mouse coordinates */
bptr,                  /* mouse button state */
kptr,                  /* keyboard state */
key,                   /* key code info */
times);                /* times mouse state occurred */
```

The parameter is called `buffer`, and is an array of 8 words (integers on most compilers). The `buffer` is used to pass message information to the program. This method of passing information is most commonly called a pipe. The format of the message `buffer` is as follows:

`buffer[0]`, a number identifying the message type.
`buffer[1]`, the application id of the application originating the message
`buffer[2]`, number of bytes in message beyond 16, the rest can be read by the `appl-read()` call.
`buffer[3]`, through `buffer[7]`: contents of message, this varies according to the message.

`Buffer[1]` is used to pass information back and forth between application programs and desk accessories. Most programmers will not use it in "standard" GEM applications. I'm really not sure but this technique may be used in the CAD-3D series of software, and possibly the Thunder spelling checker. Also note that `buffer[2]` is typically not used. Both `buffer[1]` and `buffer[2]` are used for this information passing. You will need some understanding of `appl-find()`, `appl-read()` and `appl-write()` if you wish to pass information around between applications.

`Buffer[0]` contains the type of message event occurred. The message types are list below along with a short description of each and some helpful (hopefully) hints on how to handle them.

MN-SELECTED, user has selected a menu item. Simply test `buffer[4]` and compare it to index names you specified in the resource editor when you created the menu tree. The index names are defined in the header file associated with the resource.

WM-REDRAW, the screen has changed in some manner that requires a section of a window to be redrawn. An example would be if a user clicks an inactive window to place it on top, parts of it may need to be redrawn. A redraw event could also be generated if the user clicks the full size box expanding the

window to full screen, unless the window was already at full size.

WM-TOPPED, the user clicked on the window, indicating he or she wants it placed on top. You must do the actual "topping" by calling the `wind-set()` function with `WF-TOP` used as an input parameter. Most likely parts of the window will need to be redrawn, i.e. redraw event will be generated.

WM-CLOSED, user has clicked on the closer box. Typically you close the window with a `wind-close()` call and possibly a `wind-delete()` call.

WM-FULLED, user has clicked the full box. You have to expand the window full size (or previous size if already at full) by calling `wind-set()` with the `WF-CURRXYWH` (current `x,y,w` and `h` size) parameter.

WM-ARROWED, this indicates that the user has clicked one of the up, down, right or left arrows. You first need to look at `buffer[4]` to find out which arrow was clicked then take appropriate action, i.e. slide screen information.

WM-HSLID, user moved the horizontal slider. Handling sliders properly can be a little tricky. Basically the sliders position is indicated by the number contained in `buffer[4]`. The number ranges from 1 to 1000.

WM-VSLID, same as **WM-HSLID** except for the vertical slider.

WM-SIZED, user has changed the size of a window by clicking and dragging the window to a different size. If the window size increased in either width or height a redraw event will be generated to fill in the "new" area.

WM-MOVED, user moved the window. No redraw events will be generated for this window, but if user "uncovered" parts of another window, a redraw event will be generated for that window. Note, there is one exception to this rule. If part of window just moved was off the desktop, it may require redrawing.

AC-OPEN, user just clicked on a item under the desk menu, i.e. user wants to open a desk accessory. Only used in desk accessories. Check `buffer[3]` and compare to the id number returned by `menu-register()` when your desk accessory "installed itself". If id numbers are equal, then it's you the user wants to activate!

AC-CLOSE, user does not initiate this event directly. The event is generated by GEM when an application program terminates. Why do you care? Because if you are a desk accessory and have any open windows on the desktop, you must zero all your window handles! I know this seems strange, but GEM closes and deletes all windows when a GEM application terminates. It may seem confusing to know when a window is open or whether GEM deleted it because program finished. My solution is to create a global flag called `w-open`. Initialize it to `FALSE` when accessory first starts. If a window is opened, set it to `TRUE`, if user closes window, set to `FALSE`, simple right? Now if main application terminates, you'll receive a **AC-CLOSE** message event, simply zero the window handle and set `w-open` to `FALSE`. When window is opened again, another `wind-create()` call needs to be made.

The specific details of each event should be contained in your compilers manual. The message event names could be slightly different. Next time we will start fresh with a new topic. Until then, Doug. ●

Public Domain Shelf

by Alice Amore

FLOORMAT The authors of this shareware program, S. Orandi and S. Tringali (D. & W. Associates), contend that although there are already enough ST formatting programs to choke a horse, not even one of them could be considered even marginally "attractive". They have changed all that with FLOORMAT. This program is very pretty. Gone are the boring dialog boxes and the GEM interface. Instead we get an animated picture of an ST (which I remember as being one of the best animated D.E.G.A.S. pics in existence) and a wealth of formatting options displayed on a spiffy menu screen. One important feature of this program is the ability to abort a format at the last minute (when you suddenly realize that the wrong disk is in your drive). You can control the seek time, FAT size, directory entries, sector layout and cluster size. You can verify, use tracks up to 200, do multiple formats, and even see a 3-D layout of errors. The parameters are user-configurable and can be saved. FLOORMAT claims to be faster than all other formatters, and it also claims to be the only formatting program which will continue formatting even if there are disk errors. (When that happens, the errors are displayed on a graph.) This program definitely deserves your attention.

ST-Log Programs

Programs from ST-Log can now be found in the GENie ST file libraries. Included with each file is a detailed index of the ST-Log issue from which the file was taken. These files were meant to be used in conjunction with ST-Log. Subscribe. ST-Log contains all the necessary documentation to help you use the software therein. The following are some (but not all) of the programs available on GENie which are from ST-Log, Issue #34:

WUZZLERS D.A. Brumleve has done it again with another fine program to add to the first-rate KIDPRG (tm) series. Written in GFA BASIC, WUZZLERS (4.1) is a "word and picture puzzle game" for one or two players. Using the excellent built-in paint-type program, the child first paints a picture. Features include draw, circle, frame, line, magnify. There is also a fill feature which includes many patterns as well as solid colors. The UNDO key can be used in case there is a change of mind. The finished picture is saved to disk where it joins several other included picture files. To play the game itself, a picture file is loaded but not shown at first. A game (of the hangman variety) is then played with the child clicking on boxed letters as she/he tries to guess the name of the picture file. If a wrong letter is guessed, part of the picture is revealed. The object of the game is to guess all the letters before the entire picture is revealed. Get this file for your kids. They will have loads of happy play with it.

ARCSHL20 This is version 2.0 of ARCSHELL. Charles F. Johnson has further enhanced his excellent archiving utility to work with LHARC, a newer ARCing format. Although not all LHARC functions will work with ARCSHELL at this point, it's a simple matter to set up ARCSHELL to work with both ARC and LHARC, choosing the one you need when you need it.

BOWL-3 This is the Bowling League Secretary by Robert Johnson. It will keep scores for up to a 60-week season involving up to 40 teams, including as many as 200 substitutes. The program will also handle blind games, postponed games, forfeited games, delete players/subs, recover players/subs, position nights, player swaps, extra players, and different handicaps for men and women. Hotkeys and print-outs are supported.

CV2IMG09 If you collect a large number of .IMG files to use with your favorite DTP package, you can use

this program to make your collection grow by leaps and bounds. CV2IMG09 ("Convert to .IMG"), by Craig W. Daymon, will convert any D.E.G.A.S. picture file (.PI1, .PI2, .PI3, .PC1, .PC2, .PC3), NEOchrome or TINY picture, Spectrum file (.SPU, .SPC) or MacPaint picture (.MAC) to a high resolution .IMG file. (Not all these formats are supported in this version, but should be in later versions.) The program itself will run with either a color or monochrome monitor. On mono systems, the new .IMG file will be displayed as it converts. If you are using a color system, use any .IMG viewer (such as IMGSHOW) to see the converted picture. CV2IMG09 includes a compact tutorial on the .IMG format. The programmer would like feedback from users, including suggestions for improvements and enhancements.

DIAMOND "Diamond Back" is a commercially available "back-up and restore" program distributed by Data Innovations, Inc. DIAMOND is the demo version. Although all the features are functional, only the first backed-up disk will contain the FAT and directory information. Still, you can get a good idea of the program's capabilities by experimenting with this demo version and reading the documentation.

ICDBOOT The new version of ICD's FA-ST hard disk booter (4.0) will be released very, very soon. To keep those who can't wait happy, ICD has posted a beta version of 4.0. The new booter increases speed quite a bit, includes an intelligent caching scheme, plus other improvements. It supports AHDI 3.0x and removable media.

TAC-CAT Most user groups have software libraries. And most of these libraries are maintained by honorable "librarians" who spend a great deal of time classifying, sorting, copying, and otherwise keeping tabs on hundreds, or perhaps even thousands of ST files. TAC-CAT is a program to warm a librarian's heart, and make the task of organizing a large PD/shareware library a little less likely to bring on a stroke. TAC-CAT can: Create multiple catalog files of up to 500 disk descriptions in each file; Specify pricing for both single and double-sided disks; Allow optional price reductions for multiple disk purchases and/or for user group members; Allow setting of shipping costs; Include disk title, code, format, and description for each disk listed in catalog. + Allow various billing options; Configuration for any fairly standard printer including LaserJet.

This is only a partial list, and planned enhancements are many. TAC-CAT was written using GFA BASIC 2.02, and is shareware from Sanford M. Furrow, IV, who wrote the program for the Tucson, Arizona Atari ST Users' Group (TAC).

FND For those who use a PC at work and an ST at home, FND ("a portable data look-up utility") will allow you to search for keywords in data files by pre-marking specific lines of data as they're entered. FND will run on either an ST or a PC.

FUJIDSK2 FUJIDSK2 is simply a rotating Fuji for your desktop. It appears in the upper left-hand corner of the screen, right next to the 'Desk Menu'. In medium res it rotates nicely, and in low res it does some nice color-cycling. In high res... well, just about everything looks great in high res, doesn't it?

OCPART This is a demo of "The Advanced OCP Art Studio" from Rainbird Software. Because the demo is self-running (and at times makes you think there's a phantom at the console), you are able to sit back and watch an expert assemble various pictures on the screen, plus an impressive animated sequence. This is high-quality Stuff. The demo loops, making it suitable to keep on display at user group meetings, computer fairs, and other such events. The commercial version is available from Datel Computers. ●

The Archive Bit

Compiled by Ron Kovacs from The ZMagazine Archives

October 1988: Neil Harris resigns from Atari Corp and takes position at GENie Services. Soon after his resignation, a few Atari community members comment openly about the problems surrounding the news. Data Pacific released a newsletter in September and presents misleading information which surfaces in October. David Small releases a public opinion article on the pay services. Spectre 128 begins arriving. This would be the first product released by David Small's new company, Gadgets By Small Inc.. Sam Tramiel attends CompuServe conference and leaves a sour taste in the mouth of all attendees. During the 75 minute conference the system shut down and Sam soon announced a quick notice he was leaving and no more questions were taken. Sam Tramiel states that the new effort for 1989 is to push the US market. Atari raided several stores in New York City that were selling imitations of it's video game consoles, joysticks and cassettes. In the late September raid, Atari seized 700 consoles that resembled the 2600 game system. Value of this raid was over \$100,000. Roy Goldman announces the start of Daisy Dot 3.

October 1987: Atari launched CDROM at the Personal Computer World Show in England. At the unveiling, Atari announces that the CDROM will be shipping by Christmas 1987 and will sell in the UK for \$650.00. In addition, Atari said that when technology prices fall low enough, they will make the system available for it's machines. Antic Magazine see's seven Atari PC clones on an Atari workbench in Sunnyvale running Lotus 1-2-3 and Flight Simulator. Atari ships developers 4 meg Mega 4 with blitter chip to developers. Atari starts shipping Mega 2 and Mega 4 computers to authorized Atari business computer centers. Atari announces closing of purchase for Federated Group stores. Atari's rare advertising campaign begins with the XE Game system on local television stations.

October 1986: Atari Explorer returns with a new publishing staff after missing from the news-stands for over a year. Star Glider ships for the ST. Compute Magazine reviews Hacker 2, Chessmater 2000, and Music Studio for the ST. The Los Angeles Atari Faire takes place. Astra announces HD+ for the ST, a 20 meg hard disk and 1 meg floppy disk in one unit. Business Manager is released from Reeve Software for the 8-bit. Virtusonics announces a new graphics/animation product called Virtuoso for the 8-bits. Antic is running a contest called Practical Applications and winners get a 1040ST.

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-Ralph Mariano, ST Report

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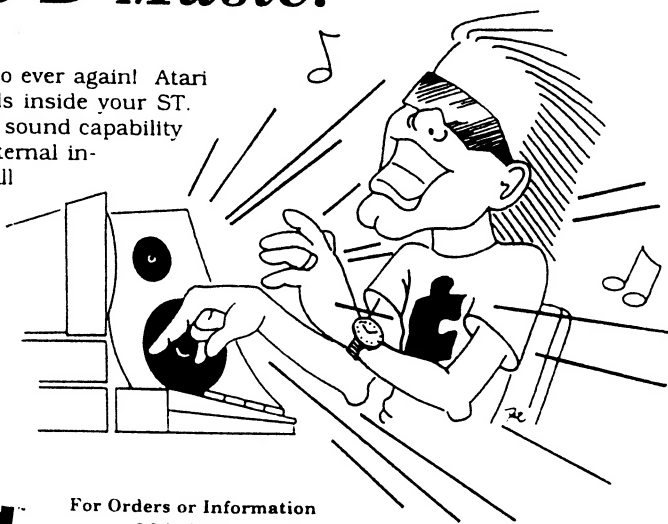
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